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## Key

- I, II, III, IV, V, VI Production halls
- 1. Civilian quarters
- 2. Military billets
- 3. Garage
- Ammunition dump
- 4.56.7. Railroad station
- Offices
- Guard house
- 8. Quarters for drivers
- Machine shop
- 10. Chimney
- Paved road 11.
- 12. Kitchen
- 13. Gate